

# WINTER SPORTS

## INSTRUCTION MANUAL

# WINTER SPORTS

## **Loading Instructions:**

You will find the procedure for loading a program from disc in the Amstrad basic manual.

If you have a CPC 464 and have a disc drive attached, then press the 'SHIFT' key and the '@' key then type 'DISC' and enter. The procedure for loading this program is given below:

Type — RUN"WINTER

Once loaded the following screen will appear:

## **SOFTWARE IMAGES PRESENTS WINTER SPORTS**

- 1...DOWNHILL
- 2...SLALOM
- 3...GIANT SLALOM
- 4...ICE HOCKEY
- 5...SKI JUMPING
- 6...SPEED SKATING
- 7...BOBSLED
- 8...BIATHLON
- H...HIGH SCORES

## MAIN MENU

As soon as this screen appears TURN OFF THE TAPE.

This is the Main Menu screen and gives a list of the 8 events included in Winter Sports and also gives you an option to view the High Score Table.

To view the High Score Table press key 'H'.

To return to the Main Menu press the 'SPACE' key.

When you wish to enter your name into the High Score Table you will need to use key '←' to move the cursor to the left and key '→' to move the cursor to the right and key 'copy' to select a letter.

Due to the large size and complexity of the games in Winter Sports it has not been possible to load them all into the computer in one go, therefore when you wish to play a game you must load it in from the tape. The 8 games are recorded on the tape one after the other. So that you can find them easily when you wish to play them we suggest you make a note in the table below of the reading on the tape counter at the beginning of each game on the cassette tape:

## GAME

Main Menu

Downhill

Slalom

Giant Slalom

Ice Hockey

Ski Jumping

Speed Skating

Bobsled

Biathlon

## COUNTER

000

The first three games are loaded into the computer at the same time, all the others are loaded one at a time. We suggest that the first time you play Winter Sports you load the games in the order they are given making notes of the counter numbers.

Once you have made a note of all the readings you will then easily be able to load in the games in any order in future. If you do not have a tape counter on your cassette player then we suggest that you make a note of how much tape is remaining on the left hand reel of the cassette at the start of each game. There will normally be marks on the body of the cassette to help you with this.

Select the game you wish to play by pressing the appropriate key, either 1, 2, 3, 4, 5, 6, 7 or 8 (if this is the first time you have loaded the program select 1).

The message 'LOADING' appears and the border flashes.

Now start your cassette.

The message 'LOADING' followed by the name of the game you have selected will appear. (If you selected '1' the message 'LOADING: DOWN/SLALOM' will appear).

If a game you have not selected is next on the tape then the message 'SKIP' followed by the name of that game will appear indicating that the program is going to skip over to the following game.

You may find occasionally that the computer will try to load the wrong game when skipping over it. If this happens the message 'TAPE ERROR' will appear. You must now stop the tape and press the 'SPACE' key. This returns you to the Main Menu and you may then reselect the game you require. Fast forward the tape a little way and restart it. When the tape reaches the game you've selected then the message 'LOADING' followed by the name of the game you've selected will appear and the game will load in the usual way.

Once the game is loaded then a sub-menu for that game will appear on screen. As soon as this happens STOP THE TAPE.

### **Controls:**

You may play Winter Sports either using the keyboard or joystick.

Once a sub-menu has loaded you must first select your controls:

If you are playing using the keyboard then press key 'K' for keyboard and you will be able to select the keys you wish to use.

You may stop a game at any time and return to a sub-menu by holding down the 'CTRL' key and pressing the 'ESC' key.

### **DOWNHILL, SLALOM and GIANT SLALOM**

Once these games have loaded you will get a sub-menu which allows you to select any of three games to play (keys '1', '2' and '3') the number of the game currently ready to start will be pointed to by a →.

If you have not selected the control keys then do this before starting to play, the controls are:

Speed Up.

Speed Down.

Ski Left.

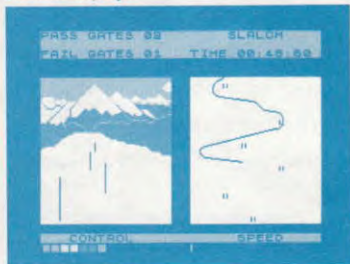
Ski Right.

Once selected the 'K' in the sub-menu will be pointed to by a →.

To start the game press key 'S'.

## **SLALOM:**

Screen Display:



The window to the left shows your forward view and the window to the right shows the view of the course from above.

The 'CONTROL' indicator shows how sharply you are turning to the left and right.  
The 'SPEED' indicator shows how fast you

are going.

To start your run press the speed up key, and you can watch your progress down the slope. You must pass to the right of the first gate (on the overhead view your course should pass to the left of the first gate), to the left of the second gate, to the right of the third gate and so on. You must pass through the final gate.

If you have no 'Fail Gates' and if you complete the course in a shorter time than the previous record then you can enter your score on the High Score Table.

Once you've completed the game press the 'SPACE' key to return to the sub-menu.

## **GIANT SLALOM:**

Screen Display:

This event is similar to Slalom except you must pass between the double gates until you reach the single gates then you must pass either to the right or left of the first single gate. If you choose to pass to the right of the first single gate then you must pass to the left of the next one, right of the next and so on. If you choose to pass to the left of the first single gate then you must pass to the right of the next one, left



of the next and so on until you reach the final double gate which you must pass through.

If you 'fail' no gates and you completed the course in a faster time than the previous record then you will be able to enter your name in the High Score Table.

Press the 'SPACE' key to return to the sub-menu.

## **DOWNHILL:**

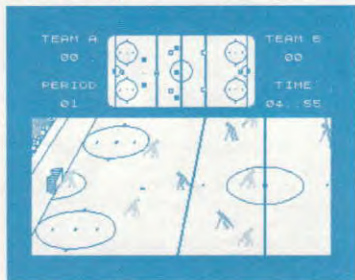
Screen Display:

This event is similar to the Slalom except you must pass between the gates all the way down the course.

If you have finished playing Slalom, Giant Slalom and Downhill and wish to load in the next game then return to the Main Menu by pressing key '5'. You may then select the next game you wish to play and load it in the usual way remembering to stop the tape as soon as the game is loaded and the sub-menu for that game appears on screen (if this is the first time you have played Winter Sports then make a note of your tape counter reading and select '4', Ice Hockey).

## ICE HOCKEY:

### Screen Display:



The controls are:

Player Up ... Your player moves towards the far side of the pitch.

Player Down ... Your player moves towards the near side of the pitch.

Player Left ... Your player moves to the left.

Player Right ... Your player moves to the right.

Hit Puck ... Your player hits the puck away.

Team A is dressed in red.

Team B is dressed in green.

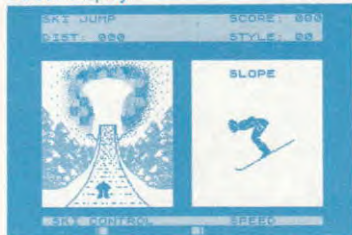
In the one player game the computer controls Team B.

You will always be controlling the player nearest the puck and may tackle opposing players (by running into them), dribble with the puck or hit it to other players or into the goal. Make sure that if your goal-keeper leaves the goal that you return him to the goal so that you can defend the goal properly.

The game is played in four periods of five minutes each. Ends are changed between each period.

## SKI JUMPING

Screen Display:



The controls are:  
Skier Up.  
Skier Down.

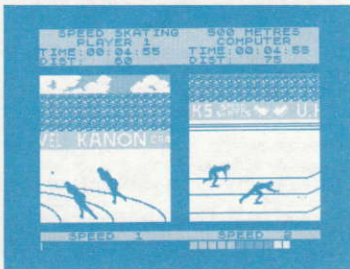
Skiier Left.  
Skiier Right.  
Skiier Jump/Go.

At the start of this event you can see your skater in the right hand window getting ready to start down the slope by sliding back and forth. To start down the slope you must press the Skiier Go key when your skier is sliding forward. If you press this key when your skier is sliding back then he (or she) will trip and fall. Once you have started down the slope you can watch your skiers' progress on the left window which shows the ski slope. You must control your skiers' path down this slope making sure that he remains in the centre of the slope by using your Skiier Left and Right keys. If you do not keep on course this will affect your score. At the moment your skier reaches the bottom of the slope you must press the Skiier Jump key to launch your skier into the air. Once you have your skier successfully in the air you must maintain his balance using the Skiier Up and Down keys. If he leans too far forward or too far back he will fall on landing and your score will be lower.

After you have completed the jump, if you have not achieved a high score, then press the 'SPACE' key to return to the sub-menu.

# SPEED SKATING:

Screen Display:



The controls are:

- Player 1 ...Up  
...Down  
...Left  
...Right
- Player 2 ...Up  
...Down  
...Left  
...Right

To start Speed Skating select a One or Two Player game and select the distance you wish to skate, then press 'S'. The

game screen now appears and you should prepare yourself for the race. When you are ready then press the 'SPACE' key to start. To increase your speed you should alternately press the left and right keys and to move from side to side of the track you should press the up and down keys. In the back view player 1 is in the left hand lane and in the side view player 1 is in the far lane.

At the end of the race, if you have not achieved a high score then press the 'SPACE' key to return to the sub-menu.

## **BOBSLED:**

Screen Display:



The controls are:

Speed Up.

Speed Down.

Sled Left.

Sled Right.

To start your bobsled moving press your Speed Up key. The screen shows the rear view of your sled and the plan view of your sled. You must be careful when bobsledding to not go too fast round corners otherwise you will crash.

Once you have finished your run you may press the 'SPACE' key to return to the sub-menu.

## BIATHLON:

Screen Display:



The controls are:

Load Gun

Open Gun Bolt.

Ski Left.

Ski Right.

Fire Gun.

The Biathlon combines a cross country and target shooting in a test of speed and stamina. To start press 'S' then once the game screen is up press the 'SPACE' key to start. To move forward and increase your speed you must alternately press the Left and Right keys, however be careful and make sure you do not go too fast at the beginning of the course and use up all your stamina at once but pace yourself sensibly. You can refer to the map given on at the top of the main screen to work out your position on the course.

Once you reach a target range you must react quickly as you have only a limited time to fire at the four targets. The gun sight may be seen moving up and down over each of the targets in turn. The targets are made up of an outer circle which counts as a miss with a one minute penalty added to your time and an inner circle which counts as a hit. A complete miss gets a two minute penalty added to your time.



When you arrive at the shooting range your gun is loaded so you should quickly fire at the first target when the cross hairs are over the centre, you may refer to the top of the screen which will tell you if you've scored a hit or missed (the message 'HIT' or 'PENALTY' will appear). Once you have fired, after the 'HIT' or 'PENALTY' message, the message 'EMPTY' will appear and you must then Open the Bolt and the message 'OPEN' will appear; you are now ready to fire at the next target. Once you have fired you must repeat the process until you have fired at all four targets or your time has run out. Then you must continue skiing to the next set of targets until you reach the end of the course.

You may then press the 'SPACE' key to return to the sub-menu.

## CREDITS

Programmed and Designed by Software  
Images.

Graphics by Mervin Jones.

Manual written by Mark Eyles.

Technical support from Nomansland  
Electronics.

Special thanks to the Polygon Sports Club.

Cover artwork by David John Rowe.

Produced by Rod Cousens.

Copyright Mark Eyles 1985.

Screens are from the Spectrum version.